Strife II Walkthrough – The Sewers (Hard)

Objective #1: Find Weran the Rat King

Fall down into the water and head east. You can either jump into the water or take the elevator down (it's to your left). Grab the water arrows at the bottom of the falls. Ignore the two doors in front of you (they're locked) and take the stairs to their right.

Work your way through the two rooms and throw the switch labeled *Lower Sewer Doors*. Head back down the stairs and take the RIGHT door.

Go down this hall and take the FIRST right. See the litemush on the wall in front of you? Take that doorway next to it. You'll enter a cave area.

As you enter the cave, stick to the right and go up the stairs where you can see two torches. As you enter the part of the cave where the floor turns red, you'll see a pagan torch and hear what sounds like an ape beast. Enter the room where the pagan torch stands. OBJECTIVE COMPLETE.

Read Weran's letter, take the crossbow darts from the footlocker and note your new objective.

Objective #2: Find the valve to shut off the poison source

Exit Weran's room, turn right and turn right again. You'll be in a cave room with a pool of water and several folk standing around it. Keep angling along the wall to the right and enter the fallen arch. Go through the door in front of you. When you go up the steps, a new objective will appear: FIND THE GARDEN.

Leave the room, go through the pool cave room, and turn right. Take the first right, which is long, curving hall with a slight downward slope. At the end of this hall is a small cave pool. Go right, either by mantling up the waterfall or by taking the stairs to its left.

Head east and down the stairs until you come to a T. Ignore the two doors on your left and right and take the one in front of you. Head north about 8 steps and mantle up. Go RIGHT. Take the hallway east, north, and west. Go through the double doors on the right.

The metal ramp is broken. If you fall into the water, it's a bit tricky to get back on. There's a ladder over near the double door if you are having trouble mantling onto the sloping ramp. Enter the small room north and throw the valve to shut off the poison. OBJECTIVE COMPLETE.

Objective #2: Find the secret garden

Head back the way you came: Out the double doors, east, south, west. You'll end up in the large room with the water pools on both sides. Maintain a westerly direction. Duck into the passage heading north.

You'll enter a large, low-ceiling room with a Combat Bot patrolling in a circle. Make an immediate right. You'll see an archway on your right. See the bright green garden? Head down that ramp. OBJECTIVE COMPLETE.

Objective #3: Leave the sewers

Return to the room where the bot is roaming around. Head to the Northwest corner of this room and enter the small door. Down to the small water hall. Climb onto the box and enter the door where you see a Mechanist patrolling.

Angle to your right and enter the crawlspace on the north wall. Take either elevator up. See the large vertical piston? On the north wall there's a switch. Throw it and take the key now exposed.

Head out and wind your way back to the T intersection. Go back up the stairs, heading West. A Combat Bot will have appeared to your left. Keep West, going through the small cave pool. When you enter the larger cave, keep left. You'll drop down and be in the room where the stairs leading to Weran are located.

Pass the stairs to Weran's cave (they're on your left) and enter the small passage way with the water "stairs." Go left.

In this room you'll see an elevator on the South Wall and one to your West. Take the West one. Angle around the hall and open the iron door. Drop down into the water on the LEFT side. There's a small room on the South wall with a switch labelled *Drawbridge*. Throw it and climb back up the ladder.

Walk across the bridge. Enter the room and go right. (East) Take the hall and you'll see a note on the wall about a lost elevator key, which you found under the pile driver. Use the elevator key to open the door.

MISSION COMPLETE